* Games are meant to arouse meaningful immersive experiences.[1. p1]
* Basic elements that comprise every game are - mechanics, story, aesthetics and technology. These are all equally important.
* Each player’s experience is totally unique.
* Educational games have to be designed properly to incorporate engagement that integrates with educational effectiveness the challenge is to find a balance between game-play and learning objectives.
* The goal for the designer is to balance the five elements - flow, immersion, presence, arousal and engagement. [1. p2]
* The learning should impose a cognitive load. So it is not effortless.
* If the learning objectives are discrete from gameplay the game may fail to produce educationally effective experiences[1. p4]
* If the player is bored - he needs to increase the challenge he is facing [1. p7]

Conclusion

In conclusion I have learnt that -

* Player engagement is important.
* The experience needs to be rewarding.
* Non-player characters need to resemble real players as much as possible - since gameplay alongside real players had much higher user engagement.
* The game should give feedback to the user to show how he is performing. In regards to the educational aspect most importantly.

References

[1] S. A. Arnab. (2012) “The Design Principles for Flow Experience in Educational”. *Procedia Computer Science* 15 ( 2012 ) pg78 – 91. Available:

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